JULY / AUGUST 2018 • VOLUME 1 • NUMBER 1

Atari Age™ magazine

GAME • STREAM • CONNECT • LIKE NEVER BEFORE

ATARI VCS™

CLASSIC ATARI GAMES · NEW INDIE TITLES · OPEN LINUX OS

ATARI VCS™

Game On

It's time.

After 22 years Atari has returned to their roots.

Atari has placed a lot of emphasis on the classic VCS design and lineage many remember from 40 years ago. Now Atari is looking to offer something more. Far more than what the competition offers.

Some may argue that gaming today doesn't require another console. But they would be missing-out on what the Atari VCS does, that others don't.

Openness.

Openness to play games the way you want to play them. Unrestricted by the boundaries of the manufacturer. An open platform provides a blank canvas to do what you want to do. To customize how you see fit. With the competition - it's all about them. Their licenses. Their restrictions. Their terms of service. You have to play their game. Their way.

The Atari way.

While Atari is providing their own secured content, the VCS' open architecture and Linux Sandbox provides you the ability to customize, personalize and do more than anyone else is offering. A lot more. Because the Atari VCS promises to be more than a way to consume games and media.

It's a platform to create.

The VCS is both game system and a Linux PC. A garage where new games can be built. For those who want to create - there's a vast library of tools already available. For free.

There exists a large community ready to serve and support whatever idea you have to make a game come to life. Indie developers can work with directly with you, the audience, in finding out if what they have in-mind is commercially viable and ready for inclusion in the Atari store. Or not.

Independence.

If you don't want to play by the rules, Atari supports that too. Not directly of course. A store means standards. Distribution means shared risk. And with that shared risk comes liability so Atari will be keen to disapprove objectionable content for the mass-market. But that doesn't mean your idea can't be heard or played.

Independent distribution with Linux, means that you get to choose what you want to make. What you want to play. It means that you can select from titles and games that are beyond the boundaries of the mass-market, or good taste. You get to decide.

And there's lots to choose from already because the VCS is ready to go places.

Online.

Connectivity isn't just an option for multi-player games or distribution. It's a way to also stream your own content to others as well as stream content from Atari's partners, or all media, from anyone you want. From anywhere.

But that's not all. With the appropriate Linux-based client, you can even stream games from other platforms. Platforms with even more power. Games from any publisher. Forever.

Reach

Connectivity.

It seems a simple thing to include in a console, and yet it's still something very very hard for most consoles out there. That's because in order to 'protect' it's users, features are either restricted or just flat-out unavailable.

Open access.

From being able to use whatever browser you choose - configured to your liking - to unhindered access to online services and cloud-based products, Atari is providing true open-access to the internet for both game players, content creators and game-developers.

Browser independence.

Browsing on a console is generally a long-winded, drawn out and painful experience. Which is probably why Internet browsing isn't actively promoted as a feature on consoles or in their marketing. As a result, most users switch to phones or tablets.

Atari has made a specific point that the internet delivered to your VCS will be as robust as your desktop experience. So you don't need to shift screens ever again. You can get the web delivered on whatever browser you prefer. Not what the manufacturer decides.

With web-clients like Opera and it's built in VPN services, you can start surfing with more security than the competition. Right out of the box. And with an infinite supply of plug-ins available, you can refine your experience to be exactly what you want, and how you want it.

Out

Cloud ready.

Your storage opportunities aren't limited to local or even external storage. You can use all cloud services you currently use on your PC on the VCS. You can have instant access to all of your content from music, to video, to your pictures, available exactly the way you are accustomed to getting them.

Online media.

Besides the usual cast of media content groups, you can use all that's available to you on your desktop. There's no restrictions on what services you can or can't use, based on artificial marketing or preferred vendor programs. Why should you only be allowed to see what sales and marketing allow? With the Atari VCS - you get to choose what to watch or subscribe to.

Game Distribution.

AtariOS will ensure that Atari's store provides safe and curated content for finished products. But why stop there? With Linux you can install and have all of your game titles, with linux builds available, right away on Steam. Or not.

Beyond the store.

If there's an up and coming indie title that is still in Alpha development - there's no reason you can't try it. Your data will be isolated and protected in AtariOS so you can explore and try whatever is coming from the indie development community. Or better yet - make your own. All of the tools available to develop games - is available to you online right-away, without limits.

Replay

Atari opens their vault.

The VCS will be bundled with the Atari Vault™, their catalog of both classic VCS /2600 games as well as arcade titles. This provides the player with more than 100 titles out of the gate. This is a great historical overview to be sure - but there's a lot of top-tier titles missing from the line-up due to licensing issues.

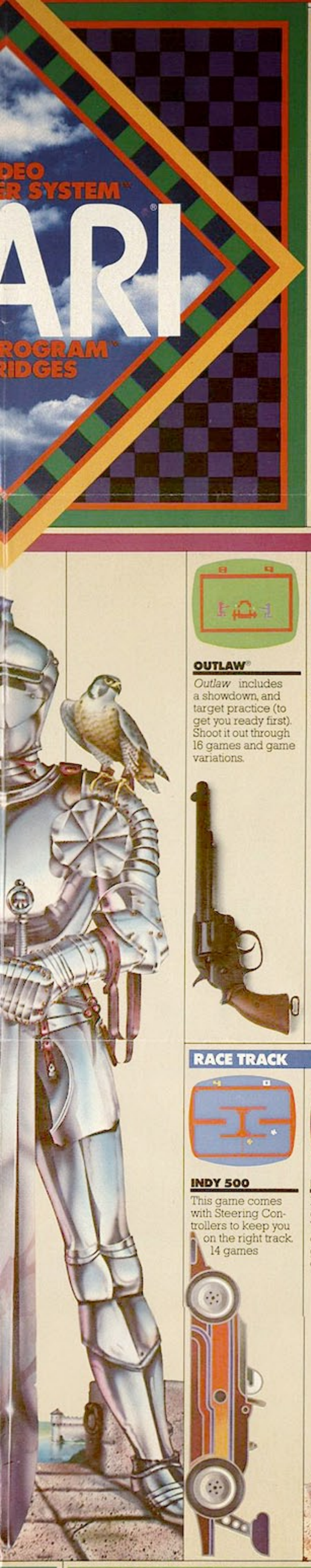
Notables missing from the Vault include Ms. Pac Man, created by the same people who made the arcade game, which held the top-seller charts for months after release. Another unavailable title, tragic in omission, is Space Invaders. A title that's been widely accepted as the first killer-app for the original VCS. Even the Flashback consoles don't contain the actual 2600 roms from their list.

Finally, unless behind the scene negotiations come to fruition, Activision, Imagic and other classic brands will be noticeably absent - at least from the Atari Vault itself.

Enter Stella and RetroArch.

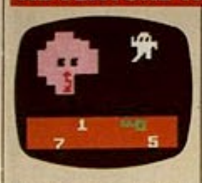
Either as a stand-alone emulator or used in conjunction with RetroArch you can play the entire library for the 2600. And with RetroArch, you can add and customize an interface with box art to your liking. Plus you'll have full access to play amazing homebrews for the classic VCS which have pushed it beyond anything imaginable (Donkey Kong VCS has to be seen to be believed).

And since RetroArch supports modules for other classic systems - you can essentially play any game for nearly any console ever made.



CODEBREAKER™

Crack the secret code in the fewest turns. The computer lets you know when you're getting warmer. 20 games



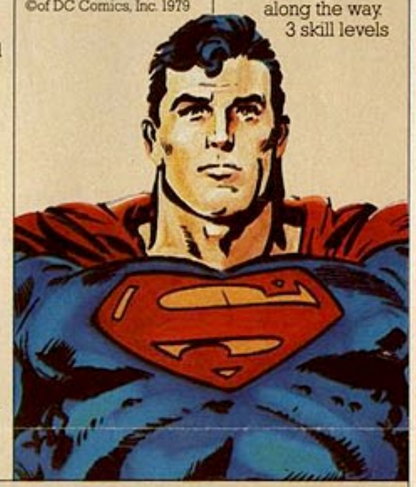
HAUNTED HOUSE

As you wander through the hallways of a dark and eerie mansion in search of the pieces of the golden urn, you'll encounter furry tarantulas, vampire bats, and a ghost–all of them trying to scare you to death! 9 games

SUPERMAN*

Help the *"Man of Steel"** save *Metropolis** from the evil of doings of *Lex Luther.**

*Indicates a Trademark and ©of DC Comics, Inc. 1979



ADVENTURE

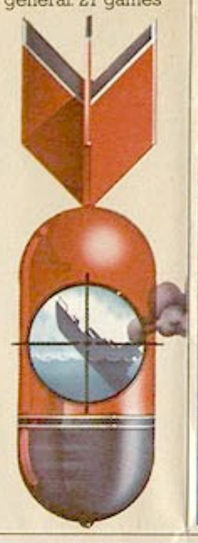
Adventure begins with a quest to find the enchanted chalice. You'll encounter magic and evil dragons along the way. 3 skill levels

OUTLAW®

Outlaw includes a showdown, and target practice (to get you ready first). Shoot it out through 16 games and game variations.

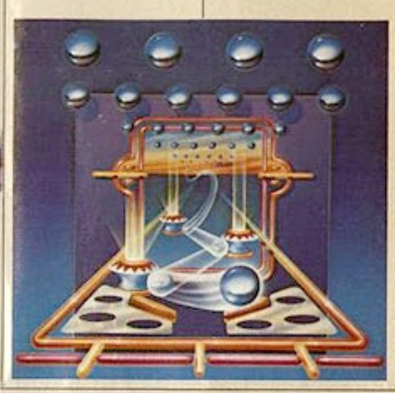
AIR-SEA BATTLE™

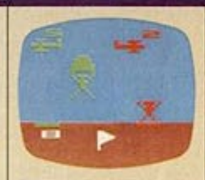
With a little practice you might be promoted to four star general. 27 games



VIDEO PINBALL™

Video Pinball provides the ultimate challenge for all you pinball wizards. 4 games





SKY DIVER®

The longer you wait to open your chute, the more points you score. If you wait too long... SPLAT! 5 games

PAC-MAN*

Guess who's coming to dinner? It's the hungry PAC-MAN who gobbles up dots and energy tablets and ghosts–for points. This popular video arcade game is sure to be a hit in your home. 8 games, including versions for young children.

*Indicates a trademark of NAMCO-America, Inc.

INDY 500

This game comes with Steering Controllers to keep you on the right track. 14 games

DODGE 'EM™

It's you against the computer crash car. Various levels of difficulty keep the game a constant challenge. 3 games

SLOT RACERS™

Chase your favorite adversary and fire missiles at him, while you race along at breakneck speeds. 9 games

NIGHT DRIVER®

Careful, you never know what might jump out on the road at night. 8 games

STREET RACER™

Street Racer features six games: *Street Racer,™ Slalom, Dodgem,™ Jet Shooter,™ Number Cruncher™* and *Scoop Ball™* for a total of 27 great game variations.

VIDEO CHESS™

Video Chess offers 8 skill levels with a clever computer for an opponent. Get ready to be challenged like you've never been before!

BACKGAMMON

An exciting video version of one of the world's oldest games. 8 skill levels.

VIDEO CHECKERS™

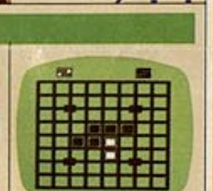
Video Checkers features 19 games to check out. Some pit you against the computer, other games are for two human players.

3-D TIC-TAC-TOE

Remember playing tic-tac-toe on car trips? Well, this version is to the original tic-tac-toe what a space shuttle is to a station wagon! You're going to love playing this old favorite in three dimensions. 9 games

CASINO™

And when it comes to games of chance... ATARI'S *Casino* is a sure thing. It includes *Black Jack, Stud Poker* and *Poker Solitaire*. Fun for parties and practice.



OTHELLO*

Othello an intriguing strategy disc game, gets a big boost from the electronic age. Now the computer can keep score, and flip the game discs for you. 4 games

*Indicates a registered trademark of CBS, Inc., for its strategy disc game and equipment.

Newplay

The future looks fun.

Besides getting the hardware finished, Atari is entering into new agreements with new game publishers as we speak. Their storefront will feature these titles as well as games from developers who will be able to develop right on the same hardware you're playing on with the AtariOS SDK.

This isn't a small thing, as it means that any player is free to make and create their own titles with full access to the hardware. No other platform available gives an independent creator complete access to the platform itself so this should streamline development quickly.

Steam capable.

But if you decide you want even more - there's the sandbox. There you can install the Steam Linux client and start playing your existing library straight away as well as all of the linux builds that continue to emerge from that ecosystem. With the thousands of titles available - there's no shortage of games to use the capabilities of new VCS as well as the full range of community support from the Steam client.

Or play your own way.

Want to install Java and dive into Minecraft? You can do that. Without all the second-tier updates and restrictions found in the console community. There's also many titles from indie developers of every kind and game genre available either in finished form or in development that you can install and try without any storefront. True independence is ready to try and play, today.

Command

It's listening.

Included in every Atari VCS is a 4–front facing mic array. In addition, you can attach head microphones or freestanding USB mics to your console.

This will come in handy while playing online multiplayer games with friends, streaming gameplay to Twitch or YouTube, or for chatting with friends on Skype, Discord, Steam Chat, or other services.

But there's a better reason to talk to your VCS.

Take control.

Voice commands aren't limited to your phone or mobile tablets. Voice commands are handy for controlling your desktop computer. From navigating functions, accessing devices and applications, voice can be more than convenient.

For those with disabilities whether they be motion or visual - having additional options to control your system aren't just handy or a convenience, they're integral to using technology effectively.

And since your Atari VCS is a full-fledged Linux capable PC - there's plenty of linux options available to install, configure and implement to enhance your gaming and user-experience.

Meet Simon.

Maintained by the nonprofit organization Simon Listens eV, Simon is an open-source speech recognition program which replaces the mouse and keyboard. Simon allows customization for any app or service where speech is required.

Control

Get started.

Simon is in the Ubuntu repositories, so installing it is as easy as entering the command in the terminal,

>sudo apt-get install simon

To make it listen to you, an assisted setup greets you on the first run, walking you through the process. After setting up scenarios, you can create your own speech models to train Simon to recognize the specific way you talk. The amount of options may sound intimidating, but training wizards help make the process painless.

Google2Ubuntu.

If your needs for voice don't need to stay local, you can also use the Ubuntu Linux distribution of the Google Speech API known as Google2Ubuntu. In addition to English and French, it also supports German, Spanish, Traditional Chinese, Portuguese and Italian.

Internal commands can tell you the current time, battery level or read the text selected by the cursor. External commands, allows you to open various applications, web browsers, terminal, file manager, and open specific folders. External modules are also available, which allow you to search Google, Wikipedia, YouTube, get the current weather or word definitions. Dictation mode provides text-to speech for composing documents or messaging. All commands are customizable so you can change or add your own custom commands.

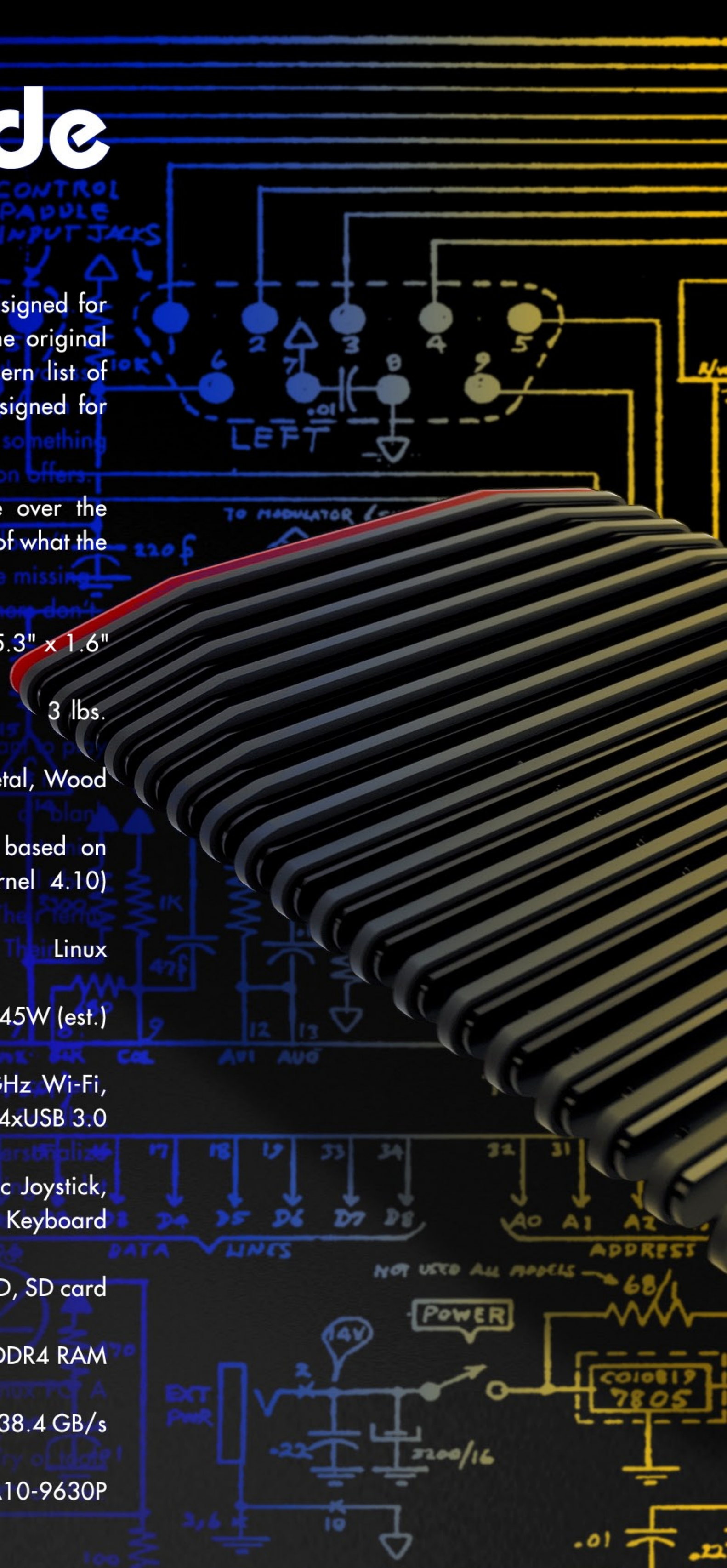
These are merely a couple of options to help you take control of your VCS–hands-free.

Inside

Back to the future.

Mirroring the past, the Atari VCS is designed for the future. It takes design cues from the original 2600 and VCS while encasing a modern list of specifications and features that are designed for today's needs and tomorrow.

While these specifications may evolve over the design cycle - they represent a baseline of what the Atari VCS will be, and be capable of.



Unit Dimensions	14.5" x 5.3" x 1.6"
Unit Weight	3 lbs.
Materials	Plastic, Metal, Wood
Operating System	Linux OS based on Ubuntu (Linux Kernel 4.10)
Compatible Systems	Linux
Power	@ 35-45W (est.)
Connections	HDMI 2.0, 2.4/5GHz Wi-Fi, Bluetooth 5.0, Gigabit Ethernet, 4xUSB 3.0
External Inputs Supported	Classic Joystick, Modern Controller, Mic, Mouse & Keyboard
Storage	32GB eMMC, external HD, SD card
RAM	8GB DDR4 RAM
Memory	128-bit DDR4 @ 2400MT/s 38.4 GB/s
Processor	Bristol Ridge A10-9630P

Out

CPU Core/Thread	4C4T up to 3.3GHz
GPU	6 CUs (GFX8) up to 800MHz Up to 614 GFLOPS
HDCP Integration	HDCP 2.2
Video Output	4K, HDR, 60fps
Second Screen (Screencasting)	Yes
Cloud Storage	Yes
Required Internet Connection	Not for classic gaming but to access all features
Cross Game Chat	Skype, Discord, etc.
Voice Commands	4-front facing mic array
Subscription Needed?	No. Includes cloud & other services.
Live Streaming	Yes with Twitch.tv
Mouse & Keyboard Support	Yes
Editions	Atari VCS Tribute or Atari VCS Onyx
HDMI Cable Included	Yes
AC Power Supply and Cable	Yes
Quick Start Guide	Yes
Optional Accessories	Classic Joystick USB / Bluetooth with cable or Modern Controller (USB & Bluetooth with cable)

Shape

With the Sandbox, Atari has provided the user the ability to not only install whatever game or game ecosystem they want - but they can install Ubuntu and from there the options are nearly endless.

Unity.

Unity is the graphical shell for the GNOME desktop environment originally developed for the Ubuntu operating system. It's designed to make more efficient use of space given the limited screen size of netbooks, including, for example, a vertical application switcher called the launcher, and a space-saving horizontal multipurpose top menu bar.

The Unity Tweak tool is the most powerful and easiest to use customization tool for the Ubuntu desktop interface. With the Unity Tweak tool, you can customize the entire appearance of the Ubuntu-Unity desktop including lesser known Ubuntu features.

But why stop there?

The many faces for Ubuntu.

There's many ways to access all that Ubuntu has to offer that can appeal to your own tastes and requirements. KDE has been in service for 20 years and is still a widespread favorite. MATE is a desktop evironment known for being lightweight. Cinnamon is often recommended to Linux newcomers with a very polished interface.

For those with a taste for a classic OS that evolved into OSX, there's GNUStep based on the NeXTstep environment, with an Objective-C interface and a robust suite of applications. GNUstep also has bindings for Java, Ruby and more.

Create

After settling in on the enviroment tailored to your needs there's plenty of apps available to create & edit images, 3D design, or edit video. Price : Free.

Gimp.

Since 1996 Gimp has been a standard in robust image editing and creation. But people who are more at-home with Photoshop's UI and shortcuts can use Gimp 2.8 combined with Photoshop Tweaks or even customize it further with Gimp 2.8 themes (using the Partha build).

Vector art.

Inkscape is an open-source vector graphics editor similar to Adobe Illustrator, Corel Draw, Freehand, or Xara X. Inkscape comes with a wide range of flexible drawing tools and a powerful text tool. Inkscape also includes broad file format compatibility.

3D design and animation.

In the world of 3D design and animation, Blender has been the standard for 20 years in creating animated films, visual effects, art, 3D printed models, interactive 3D applications and video games. If your needs are more to drafting, freeCAD is exactly what you'll be looking for.

Video editing.

Need to trim a video clip before you upload it to YouTube? Want to work on a full-length video podcast with transitions and cool effects? Kdenlive is a non-linear video editor that really excels at being both easy and reliable to use. Other alternatives include Flowblade & Lightworks.

Media

Like any desktop PC, you'll need to manage all of the media you want to store and reference locally. Whether it's photos, ebooks, video files or music there's many great tools available to organize, sort & enjoy whatever you have stored on your VCS.

eBooks.

Some like to read eBooks on our laptop or PC or have them available when needed. To read ePub or PDF books on Ubuntu here's a couple of options.

Both an eBook manager and reader, Bookworm lets you organize, sort and edit your .epub, .PDF, .cbr/cbz and .mobi collection, as well as read them, all from inside the app.

Besides being one of the most popular eBook apps, Calibre gives you the ability to create & edit your own eBooks. Calibre supports a variety of formats and syncing with other eBook readers. It also lets you convert different eBook formats easily.

Photos.

From a huge collection of photos to only a few, a couple of standouts are available for managing your collection.

One of the best Linux photo management software, is digiKam. Developed for KDE, digiKam works on other desktop environments. Packed with a lot of features and an interface that works nicely.

Optimized for the KDE desktop environment, KPhotoAlbum provides categorization of photos by People, Places, Events etc. For time-based photo browsing, it includes a dedicated timeline.

Center

Music.

Lollypop is lightweight and fun to use. Your music library can be sorted by Album, Artist or Genre names. Browsing and searching through the music collection is intuitive. Lollypop can fetch lyrics and artist bio from the web. It fetches cover artworks automatically and has both light & dark UI themes.

Musique is another lightweight music player, with an iTunes-like interface design. It is designed to be simple and leaves all the complex and advanced features outside. It can auto-correct misspellings & cases and fetch album artworks from the web automatically. You can also view information about the currently playing tracks, albums and artist.

Video.

Although streaming is becoming more popular, there's plenty of options for playing your library of video locally in virtually any format.

SMPlayer is a free media player for Linux with built-in codecs. One of the finest feature of this player that it can play almost all formats. It can let you play play Youtube videos, search and download subtitles, and includes other features like a thumbnail generator and audio and video filters.

MPV player is one of the finest media player available for linux . It is a fork of mplayer2 and MPlayer. Best of all, you won't need to get extra codecs.

Finally, the popular name in the list of media players for linux is VLC. Over the years, VLC has earned the reputation of being the "play everything" video player inspiring all others.

ATARI

Stream

Streaming is the preferred way to not only consume media from the internet, but to also send your own library to all of your other devices. While many media services can be accessed through a web-browser, there's many stand-alone apps that can deliver content more effectively. Each solution comes with their own ecosystem and options in order to deliver the best experience. Like everything else in Linux - customization is king.

Plex.

Plex is perfect for those with large digital media libraries seeking to create essentially their own personal remote media server. Users provide their own content, as Plex simply makes it available elsewhere. Notably, Plex also supports music streaming, so adding your digital movie, TV, and music collection is basically like a fusion of Netflix and Spotify (without-ads).

Leonflix.

Leonflix is a modular search app for content. It crawls video/file hosting websites, then finds and return the videos hosted on those sites without fees or ads. You can find more than just movies. Discover semester-length video lectures from MIT, or the complete Khan Academy video lesson series on AP Physics 2, all using the Modules built by the amazing members of the Leonflix community.

Sometimes, when a video changes hands, from the host to the site that shows it, ads are added. By the time it gets to the viewer, the content has been "stepped on" so many times that it is unwatchable. Leonflix's extracts only the desired content that streaming sites provide.

Kodi.

The main draw of Kodi is its extreme functionality and customization. You'll find many add-ons for streaming content from a variety of sources both first-party and third. Add-ons, similar to apps on a set-top box such as a Roku or Apple TV, may be installed from the add-on repository or from zip files. With a few clicks, it's easy to install add-ons for Crunchyroll, Funimation, ABC Family, & more.

While it's entirely possible to provide your own content, when it comes to streaming, Kodi wins at accessing all available streams. From everywhere.

Kodi Add-ons are in a constant state of change with old ones that often were once the best sometimes replaced by new Add-ons as updates are pushed out. Below are two of the top ranked Add-ons (as of July 2018).

Neptune Rising.

Neptune Rising is a great video Add-on from the Blamo repository. It plays movies and TV shows with constantly updated code which pulls in many links. Since its introduction it has quickly become a favorite go to Add-on for many. Neptune Rising is a great plug-in that has been updated and is currently working very well.

Genesis Reborn.

Genesis Reborn is a Fork from the once popular Genesis Add-on with updated working code and it has the same layout and options as Genesis / Exodus had before it. Always a good Add-on to have and is continuously updated.

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RETROARCH • ATARI VAULT • AND MORE

Classic

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Indie

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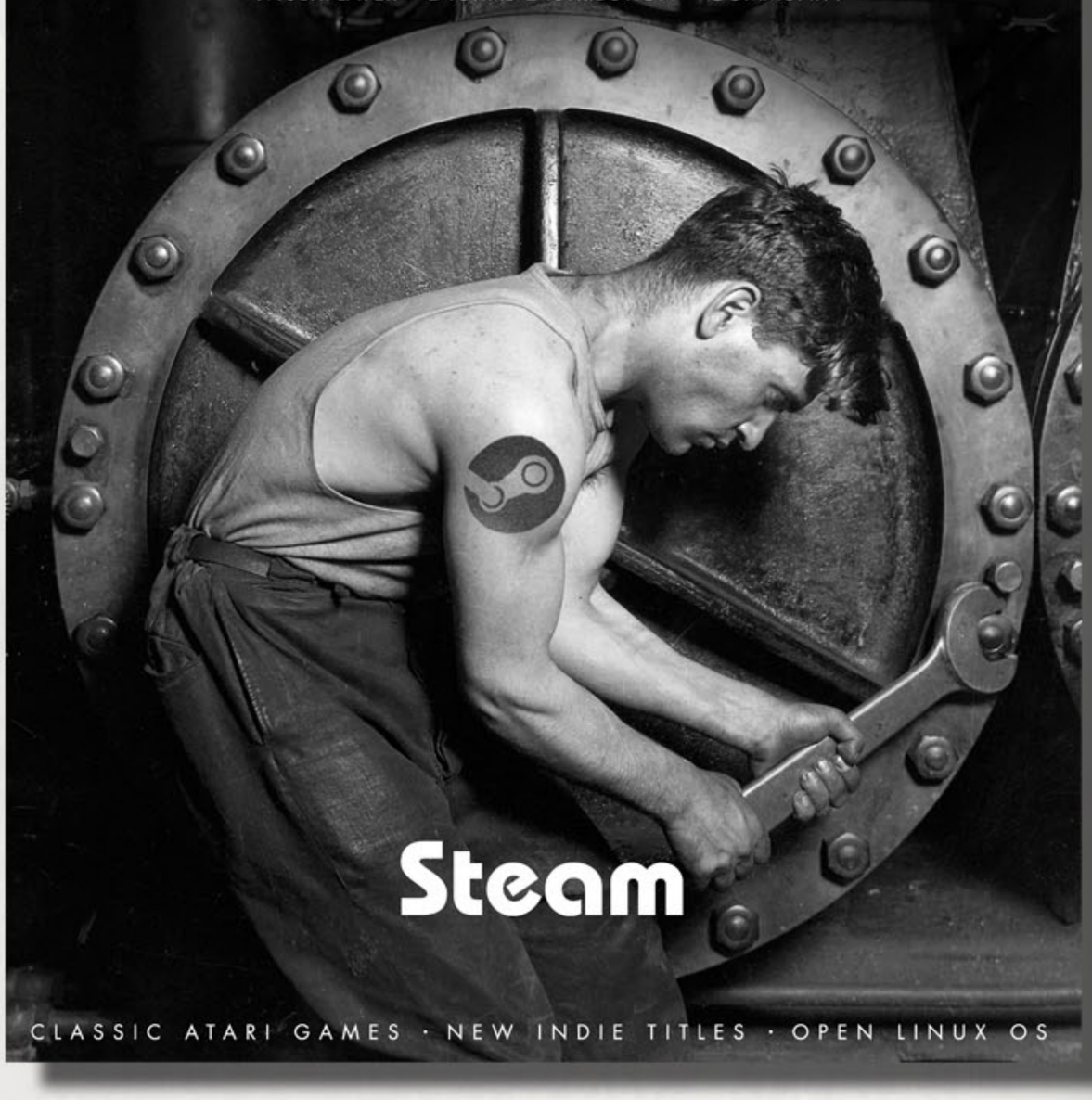

Steam

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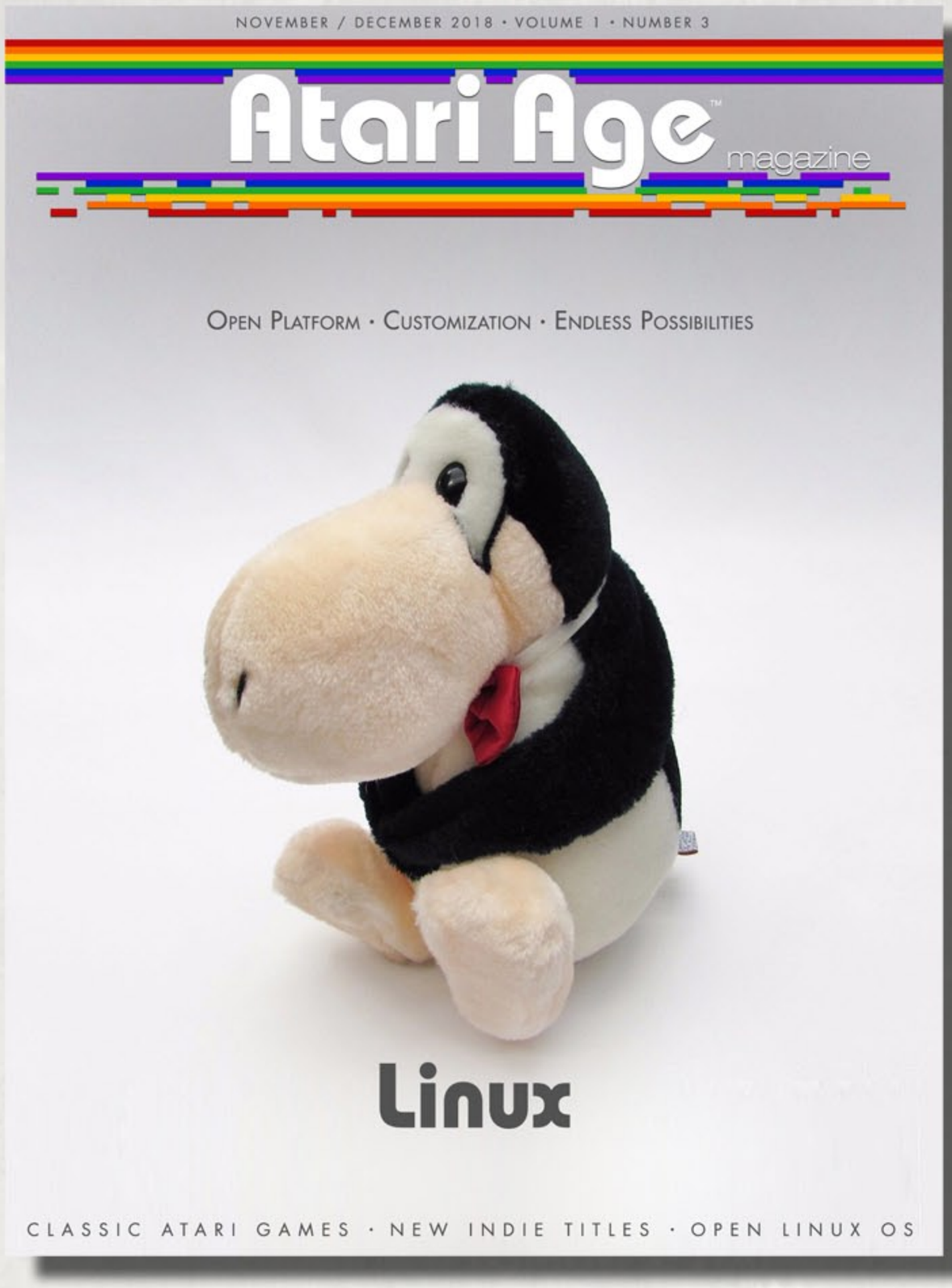


TO BE CONTINUED.

At ATARI AGE MAGAZINE™ we design and write about the game system for the independent world that supports both indie players and developers.

And we plan to keep right on doing that.

After all, when you invest your time and money in a home video game, isn't it nice to know that the people at your magazine are doing the same?

ATARI AGE MAGAZINE™ EXCLUSIVELY SUPPORTS THE ATARI VCS™

HAVE YOU PLAYED ATARI® TODAY?

ATARI®


ATARI
INDIEGO
Dollars Raise
Backed

Goooooal

The people have spoken.

Atari decided to do something different in launching the VCS as unique as the system itself. Some have called it crowd-funding - that would be a mistake. Indiegogo has been working over the last few years to reposition itself away from a mere Kickstarter. Instead of a venture-capital site, Indiegogo has been encouraging campaigns that are funded, but want to gauge customer response, pre-ordering for materials and get a general feel for marketplace enthusiasm.

Conclusion - its strong.

About 2.7 million dollars strong in just the first week from over 10 thousand backers. The final total is on the left and doesn't include post-campaign orders which have pushed it well over 3 million dollars.

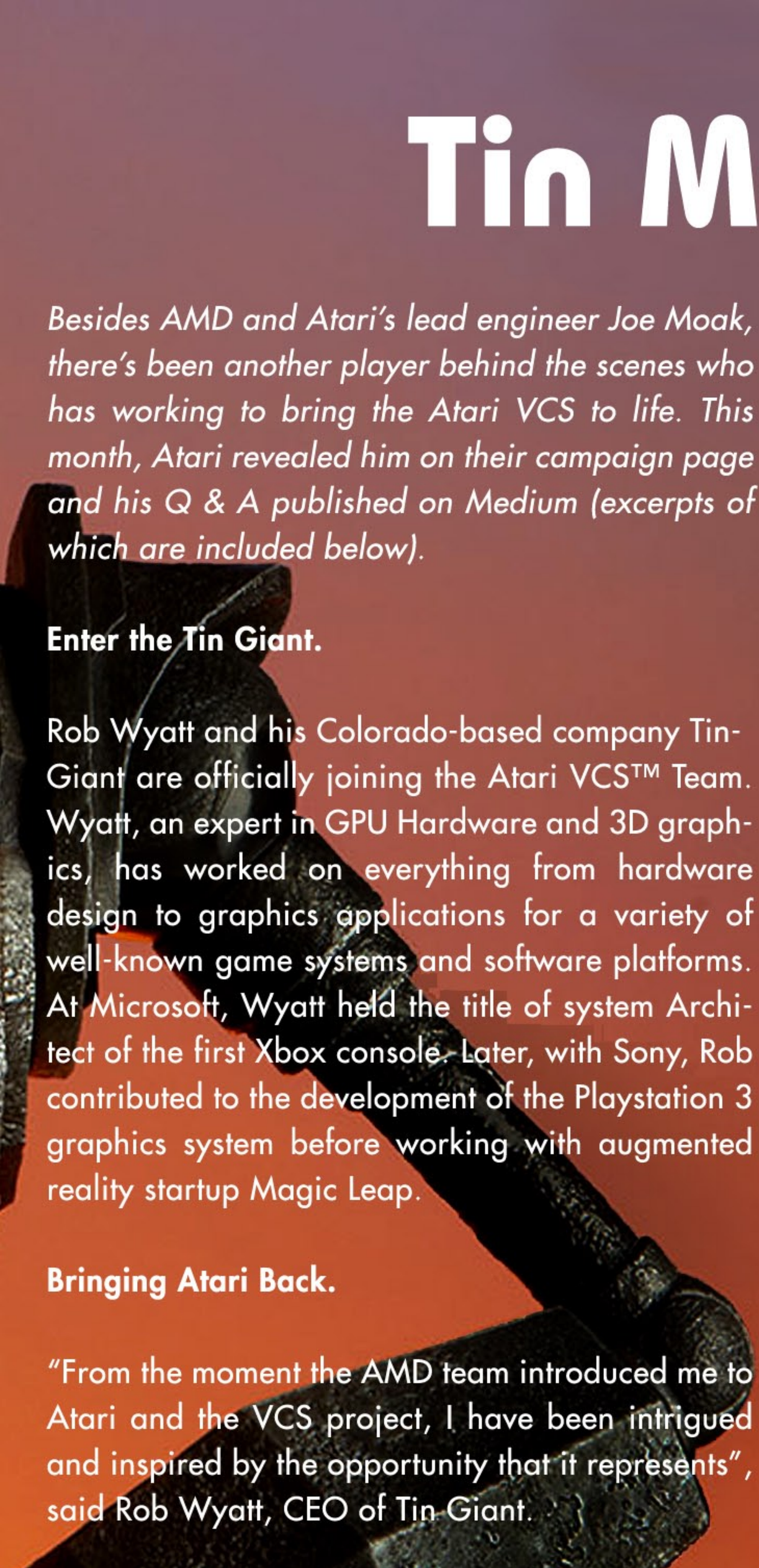
But while those numbers are great - the real fun has already started. Because the real advantage for Atari and Indiegogo is already in progress.

Feedback and development.

The Atari VCS is the most open platform for gaming right at the outset. And in keeping with that philosophy, the customers have a direct hand in helping to shape how the VCS will perform. Already we've heard from project leaders that the memory specifications are being raised based on the feedback from the early adopters. We look forward to this and more over the next year as future users continue to offer their input into what will become their indie platform-of-choice.

Tin Machine

Besides AMD and Atari's lead engineer Joe Moak, there's been another player behind the scenes who has working to bring the Atari VCS to life. This month, Atari revealed him on their campaign page and his Q & A published on Medium (excerpts of which are included below).



Enter the Tin Giant.

Rob Wyatt and his Colorado-based company Tin-Giant are officially joining the Atari VCS™ Team. Wyatt, an expert in GPU Hardware and 3D graphics, has worked on everything from hardware design to graphics applications for a variety of well-known game systems and software platforms. At Microsoft, Wyatt held the title of system Architect of the first Xbox console. Later, with Sony, Rob contributed to the development of the Playstation 3 graphics system before working with augmented reality startup Magic Leap.

Bringing Atari Back.

"From the moment the AMD team introduced me to Atari and the VCS project, I have been intrigued and inspired by the opportunity that it represents", said Rob Wyatt, CEO of Tin Giant.

"The unique open platform and modern approach that Atari is taking will let users enjoy a broad range of new and existing games and other entertainment, while also delivering some unique options to customize the platform to their own tastes by combining additional software and classic content all in one place."

"Who wouldn't want to be a part of bringing Atari Back?"

Atari VCS Product Q&A with Rob Wyatt.

How do you plan to bring what you learned into the Atari VCS?

I worked on the system architecture of the original Xbox nearly 20 years ago and it was a pivotal moment in game consoles. Prior to the Xbox, consoles only played games and they used custom esoteric hardware which were difficult (but fun) to program. For the Xbox we used PC hardware, we had a full operating system, HD video, internet access, online play and apps that weren't games. The biggest thing I took away from this, and at the time, had to fight for within Microsoft, is that the game console is not "a PC under your TV."

The "console" is all about the streamlined experience. It's all based on known hardware for both users and developers. Years ago this was just about the quality of the games, and today games are still the most important part—but being able to watch Netflix or listen to Spotify while receiving notifications from your online friends all adds to the overall experience and increases the amount of time you spend within a given ecosystem.

The Atari VCS, while in the Atari ecosystem, is certainly not just a PC under your TV. If you want a PC under your TV you can already do that. However, if we turn this problem on its head and assume that the Atari VCS is already connected to your TV, then why not have the option to use it as a PC if its what the end user wants?

Other bespoke console platforms don't offer this and the Atari VCS looks much better in your family room than a typical PC!

On the technical side the biggest take away from working on other platforms is to openly embrace developers and not enforce sometimes overly-strict usage models by strict APIs. In the spirit of being open, Atari wants the VCS platform to give developers all the freedom they need to be creative. Your solution to a problem doesn't have to make sense to me, it just has to make sense to you. We'll support you as much as we can to make sure your solution works. One thing you'll never hear from us is "Why do you want to do that?"

How and when can developers get on board and start creating games for the Atari VCS? Will there be an SDK or Dev Tools available?

We won't have dedicated development hardware. You won't need it. Any Atari VCS device can be a development kit. All you will have to do is sign up to our developer program, download the SDK and start creating. If you don't want to develop in native code then common game engine platforms will be available for the VCS.

To get an application into the Atari Store there will be a few technical requirements and rules as to what is permissible. As with other curated stores indecent and offensive material will be prohibited. All content will be appropriately age rated and subject to parental controls to ensure users of all ages only see decent and quality applications. Atari is a neutral partner and we have no say in what applications get developed or when an application gets released, you are free to develop any application you like as long as it's within our guidelines.

At this time the developer program is not open yet and it will come online in the coming months. If you have an application in mind you can start today, make sure it runs on Linux at HD resolution using standard runtime libraries, the changes from this to the AtariOS will be minimal and mostly related to application startup and application packaging. In the very near future we will release documentation on the AtariOS which will detail all the runtime components we support as well as libraries for Linux that mimic the AtariOS.

Can you please explain your vision for the Atari VCS "open platform" and "Sandbox?"

Since game consoles and various set top boxes have existed, people have wanted to play with them, modify them, write code for them. This has traditionally been met with an iron first from the platform owners who maintain high and artificial barriers to enter their platforms. Any attempts to circumvent the platforms' security is met with lawsuits rather than solid engineering.

Everyone has heard the traditional arguments of platform security and user experience as the reasons why the barriers exist. In reality, the reasons why platform holders maintain tight control of their platforms run much deeper than user experience. First and foremost if the console is sold at a loss, the platform holder's business model assumes you will buy a certain amount of content or peripherals to recoup that loss. If the consumer installs Linux and doesn't buy any additional products then that money is lost and the platform holder gave you a gift.

Microsoft learned this the hard way on the first Xbox: People would buy an Xbox, hack it and install XMBC. It was a fantastic media player but Microsoft lost a fortune. Another reason is they really don't want competition, the last thing a platform holder wants is a game you can download for free, or worse buy from someone else, that runs on an operating system they don't control and is better than content they have in their own store.

When Sony experimented with Linux on PS3 they never provided any access to the GPU so you wouldn't be able to make compelling 3D content to compete with their own. In fact their hypervisor explicitly blocked the GPU so you couldn't write a new GPU driver even if you wanted to.

A platform holder really needs to be a neutral party to eliminate political or competitive reasons for restricting content. Too many times a good third party game has been rejected or delayed simply because there is similar content coming out from a first party team.

A developer should never have to compete with the platform holder, the public should decide which game they want to buy and that is only possible on an open and neutral platform. It's also not unheard of that a platform holder restricts some type of service or media formats because they have their own competing formats.

In the grand scheme of things, there is no reason why a console cannot be neutral, open and secure at the same time. A more modern business model ensures all parties can be successful. How are we going to do this with Atari VCS?

Our core architecture consists of the Atari Secure Hypervisor and a heavily modified linux kernel called the AtariOS. All of this is in flash memory and before the AtariOS loads, any external storage device is checked, and if a bootable device is found, the OtherOS on that device is loaded instead.

We don't have a typical OS loader and because the CPU is already in 64 bit protected mode from our boot code, the OtherOS will need its typical startup code changing. These changes are minimal and we'll provide example code to show how to configure and boot standard Ubuntu.

The OtherOS is running under the Atari Secure Hypervisor but the OtherOS has full access to the CPU, GPU, Memory, Audio, USB, Network, Display etc, and you can make full performance applications without restriction.

While you are in the Atari world, running on the AtariOS, you are in a secure world. From here you can buy games with secure credentials, play online without cheating, utilize parental controls, stream 4K media and utilize all the other things you can do on a traditional game console.

While running OtherOS no Atari services are provided, the device is no longer an Atari device, its your device, to do with it what you wish. If you wish to return to the Atari world and use the Atari services then simply reboot to the AtariOS and everything will be as you left it.

It is up to us to make the Atari environment compelling enough that the natural place to go for content is the Atari VCS Store. We will do this by having a fantastic user experience, sound business practices, great publishing support, with novel and compelling content.

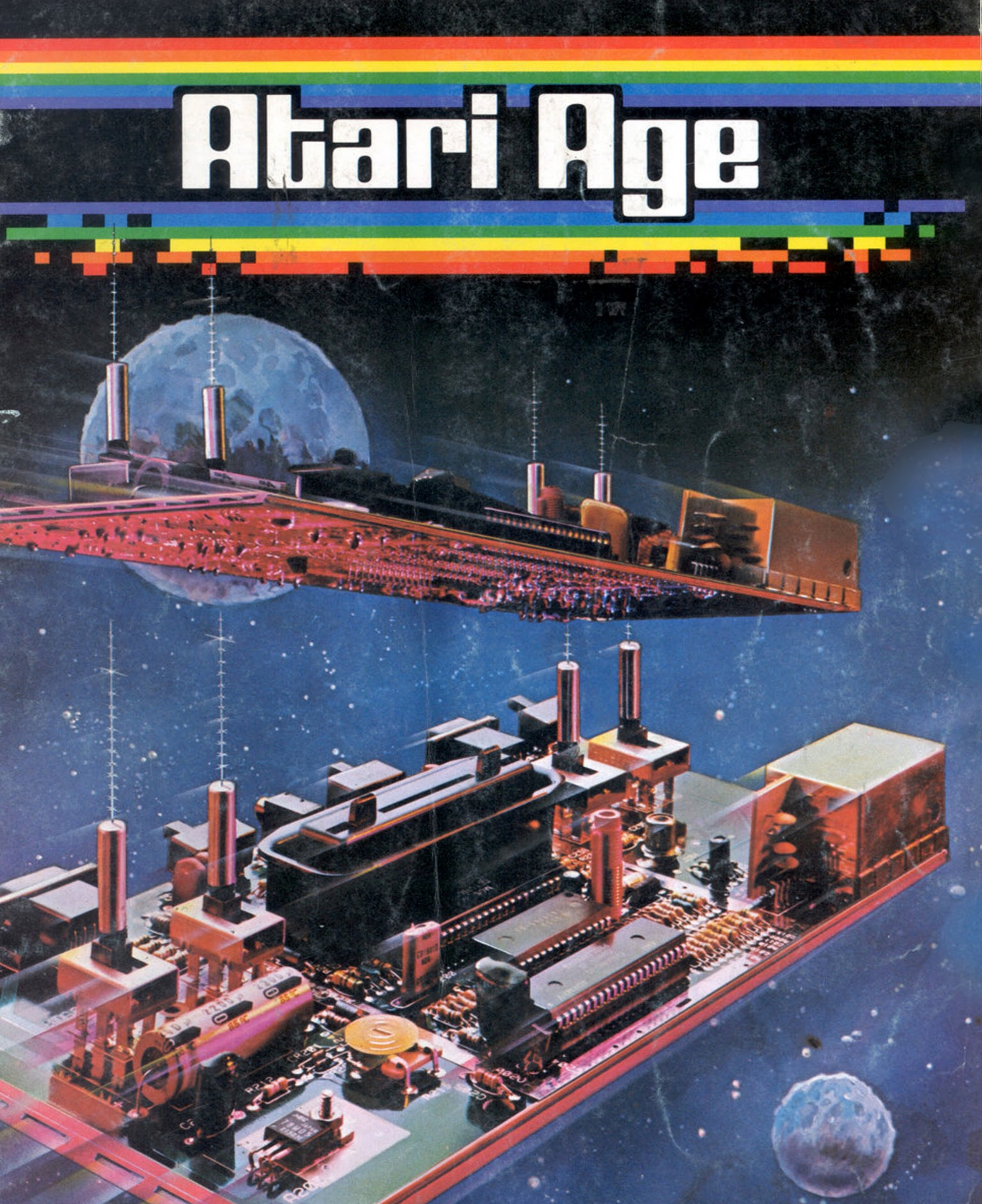
We never want to lose sight that it's your hardware to do with as you want.

Can you give more details on the Atari VCS hardware? Any upgrades from the published specs?

The VCS hardware will be powered by an AMD Bristol Ridge family APU with Radeon R7 graphics and is now going to get 8 gigabytes of unified memory.

This is a huge upgrade from what was originally specified and unlike other consoles it's all available, we won't reserve 25% of hardware resources for system use.

Atari Age



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Flashback

Back then.

From 1982 until 1984 the original Atari Age Magazine was distributed bimonthly, to Atari Club members, for a one-dollar membership fee. Atari Age was published by The Atari Club, Inc., a subsidiary of Atari, Inc.

Based in Philadelphia Pennsylvania, Atari Age Magazine covered Atari games, product launches and events. Atari Inc., used the magazine to build brand loyalty with articles that promoted Atari games as well as selling new titles, pre-existing games and exclusive software which had been pulled out of wide-release. Once Warner Communications sold Atari's consumer division to Jack Tramiel, the magazine ceased. Jack's Atari Corp., briefly re-introduced the concept with the Atarian Video Game Magazine in 1989 for 3 issues.

Today and Tomorrow.

The new Atari Age Magazine™ is dedicated to remaining as independent as the new Atari VCS promises to be. In creating an open-platform with Linux, Atari promises to provide a broad canvas for everyone to explore, personalize and even create. We look forward to promoting all of the many options that may be unknown to those new to the Linux world.

Options that not only allow you to consume games and streaming content, but to create your own content with a system that is developer-ready. As new discoveries await, Atari Age will be there. Monthly.

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Contents.

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Dedication.

Samuel Frederick "Ted" Dabney Jr. (May 2, 1937 – May 26, 2018). An American electrical engineer, and the cofounder, alongside Nolan Bushnell, of Atari, Inc. He is recognized as developing the basics of video circuitry principles that were used for Computer Space and later Pong.